

Mud octopus

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The following is based on [Andrzej Sapkowski](#)'s non-*Witcher* lore and its exact relation to the Witcher universe remains unknown.

The **mud octopus** is a creature evolved from the normal sea octopus. Regressing sea level made it to adapt into swamps and bogs of the [Yarra](#), though at least one specimen lived in the caverns beneath the Temple of Yrrhedes in [Red Horn Massif](#).

Contrary to its marine ancestors, the mud octopus has only four prehensile tentacles, with the other four evolved for movement on solid surfaces.

In combat it can grab up to 4 opponents, but if it does so, it is then unable to protect itself from any attacks. If all of its four tentacles are cut of, it escapes, otherwise it fights to the death.

Mud octopus	
General Information	
Occurrence	Wet areas
Appearance(s)	
Other	<i>Oko Yrrhedesa</i>



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